11. Click DELETE to remove all the highlighted sites since they have not been assigned a UID.

> Note: Perform Step 12 through Step 15 only if your site is a hub backup. Otherwise, skip to Step 16.

12. Select SET PRIMARY from the CONFIGURE DDN HOST TABLE window pop-up menu.

13. Highlight and delete any sites that you will not communicate with under normal operating conditions.

14. If you need to add any sites to the primary list, click ADD. Enter the site's UHID, hostname, address, and any desired remarks in the appropriate fields. If the site is external, make sure to click the checkbox so it appears empty.

15. When the list contains all sites you will communicate with under normal operating conditions, select SET PRIMARY from the pop-up menu.

16. Archive the host table to the clipboard, then make a tape backup of the host table data. *If your site serves as a hub backup, make tape backups of both the primary and alternate host tables.* Store the backup tape in a safe place so that you can recover quickly in the event your host tables become corrupted.

    DDN, in general:

    • Click ADD to add a new site to the DDN hostname table.

    • Click EDIT to edit the UHID, hostname, address, remarks, or internal/external flag of an existing site.

    • Click DELETE to remove an existing site from the list.

    • Click CANCEL to close the NET HOSTNAME TABLE window without saving your changes.

    • Click OK to store the new configuration.

4.5.6   EDIT LOCAL HOSTS

This option lists the machines that can be accessed from a user's machine. Use this option to:

• Add or delete machines from the list

• Modify machine information, such as name, IP address, or aliases.

Important considerations for modifying host information such as creating user-defined machine names:

- Change information (names, IP addresses, and aliases) *after* all machines are installed, but *before* the system is used.

- Make changes *first* on the CP for the LAN.

- All changes must be repeated *exactly the same* on each LAN machine–defining the same information, in the same order, on each machine.

To modify information, complete the following tasks on each machine.

To access this window: NETWORK pull-down menu **:** EDIT LOCAL HOST option **:** EDIT HOSTS window (Figure 4-21).
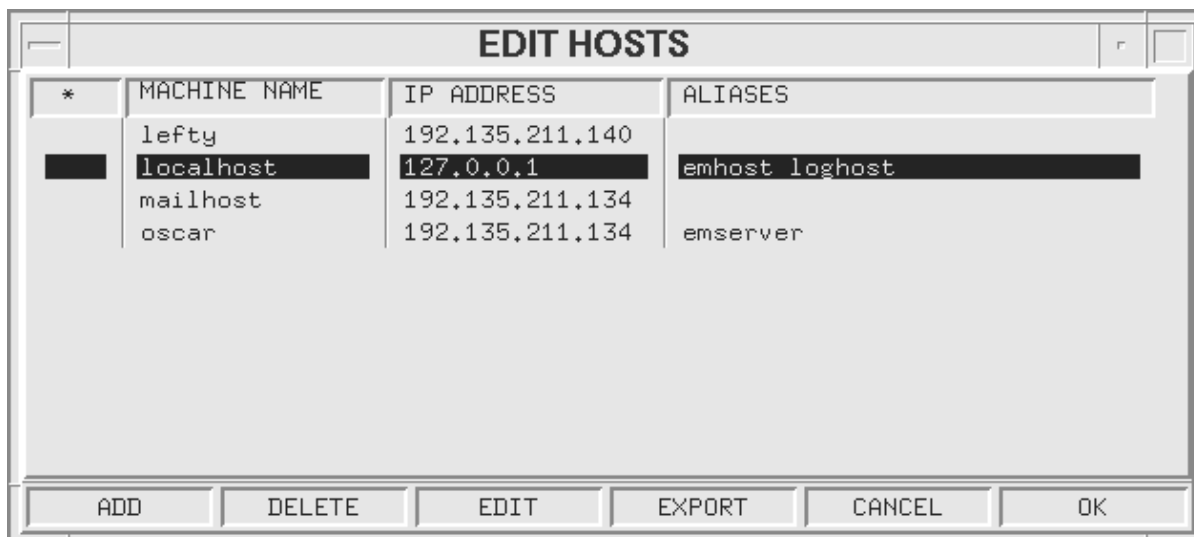

Figure   4-21 Edit Hosts Window

About the EDIT HOST Window:

Two steps are required to add, edit, or delete a machine.

1.   After completing the selected action (add, delete, or edit), the machine remains in the EDIT HOSTS window labeled with A (add), M (modify), or D (delete), in the * column.   The machines will continue to have this designation until such time as you exit the window.   If you access the window again, the A, M, or D designations are removed.

2.   Click OK to accept the changes to the machine. Click CANCEL to discard the changes.

EDIT HOSTS Window Buttons:

ADD– a machine to the LAN. (Described in *Add a Machine.*)

DELETE– a machine from the LAN.

1.   Highlight a machine in the list.

2.   Click DELETE.

3.   Click YES in the warning window to confirm the delete, or NO to cancel.

EDIT– a machine name.

1.   Highlight one machine name and click EDIT to open the EDIT MACHINE window.

2.   The EDIT MACHINE window functions the same as the ADD MACHINE window. (Described in *Add a Machine.*)

EXPORT– machine information to other workstations on the LAN. (Not currently implemented.)

CANCEL– close the window without saving changes.

OK– close the window and save changes.

EDIT LOCAL HOST Window Fields

*

A (add), D (delete), or M (modify) indicate pending changes made to the machine. T indicates a trusted machine.

A trusted machine can be accessed from another machine on the same LAN. For example, a trusted machine can be used to access a tape drive for a remote installation if your local machine does not have a tape drive attached to it.

MACHINE NAME

Name of the machine. This can be system-defined (gccs1, gccs2, etc.) or user-defined.

IP ADDRESS

Unique Internet protocol address.

ALIASES

List of other names by which a machine is also known.

5.5.2.1   Add a Machine

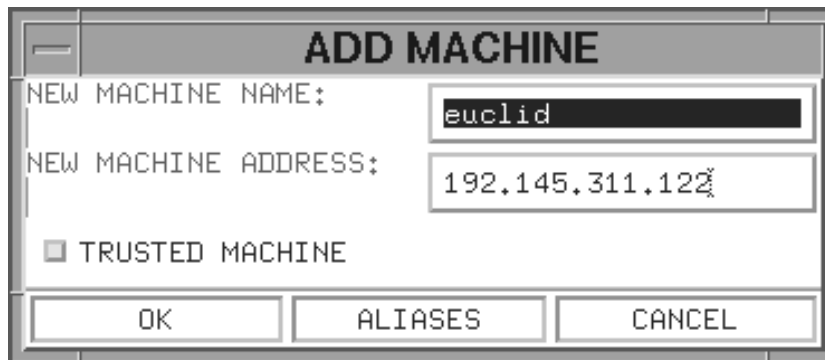Use this option to add a machine to the LAN.

Figure 4-22 Add Machine Window

1.   From the EDIT HOSTS window, click ADD to open ADD MACHINE window (Figure 4-22).

2.   Enter the machine name in the NEW MACHINE NAME field.

3.   Enter the machine IP address in the NEW MACHINE ADDRESS field.

4.   Toggle TRUSTED MACHINE checkbox ON to define the new machine as a trusted machine.

5.   To add or delete aliases for a machine:

  -   Click ALIASES to open the ALIASES window.

  -   ADD or DELETE one or more aliases. (Allowable characters are the same as for MACHINE NAME.)

  -   Press RETURN to accept a new alias.

  -   Click OK to close the ALIASES window and save changes.

6.   Click OK to mark the machine as an addition to the list of available machines on the LAN, or click CANCEL to discard changes.

4.5.7 SYSTEM CONFIGURATION

In order for a local workstation running GCCS software to be fully operational within the LAN, a list of hosts in the LAN must be configured on the local machine. The SysCon window provides an interface to set the host names in the resource files that are required to run GCCS software.

To view the current SysCon window, select System Configuration from the Network menu. The SysCon window appears.
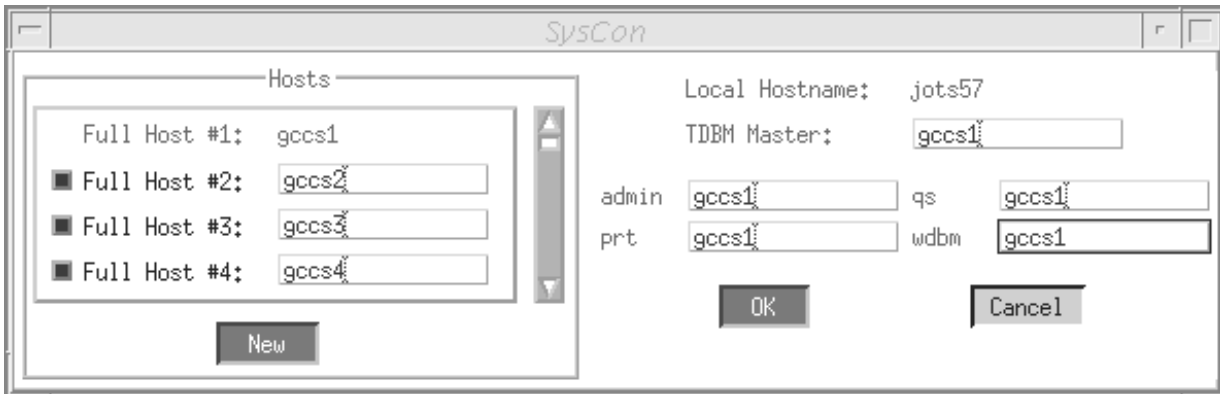
Figure 4-23 SysCon Window

Two types of hosts may be set using the SysCon window: Full hosts and Printer hosts. Full hosts are other hosts on the network, including the administrative, broadcast, and pcm hosts. Printer hosts are print servers or printer clients for the various printers that may be enabled from the workstation. A Full host may also be used as a printer server. The Full hosts defined in this function are provided as hosts for various functions in GCCS, including available MACHINE options on various communications interfaces.

The SysCon window initially displays a generic listing of 30 potential full hosts and 5 printer hosts in a Hosts box on one side of the window (defaults to jots1 through jots30 and milan 1 through milan 5). Note that the first entry in this list of hosts is non-editable and reflects your workstation's TDBM Master entry, set by entering the TDBM Master hostname in the TDBM Master field to the right of the Hosts box.

To the right of the Hosts box in the SysCon window, several fields allow you to define specific hosts which provide specific services and networking functions in conjunction with your workstation. The Local Hostname field is a non-editable field that displays your workstation's hostname.

> Warning: When *moving* a TDBM Master from one machine to another on a functioning system (i.e., *after* initial installation), you must take care never to have more than one TDBM Master operating simultaneously. Should this happen, it could cause large data loss, as two masters would be competing over use of the same global data. To avoid this condition, ***ensure that you reconfigure the existing TDBM Master before you reconfigure the new TDBM master*** (i.e., if Machine A is the old (current) TDBM Master, and Machine B is the new TDBM Master, first make Machine A a slave to Machine B, and then make Machine B the TDBM Master.

The TDBM Master: field allows you to set the TDBM Master hostname. This field also determines the setting for the Full Host #1 in the Hosts box. Several other

fields allow you to define other server hosts (broadcast, pcm, etc.) related to the workstation.

Note: On GCCS networks, the 5 printer host (milan) fields should always be left empty.

To set the hosts available to the workstation:

1. In the Hosts box on the left side of the SysCon window, click the toggle box beside the host entry you wish to change. Note that when the toggle box is activated (yellow), the host is designated as a Full host; and when the toggle box is deactivated (empty), it is designated as a Printer host (and the label name changes from Full Host to Printer Host).

2. Click the name field next to the appropriate toggle box. The field will become active and is now editable. Enter the name of the host.

Note: The TDBM Master host is entered as Full Host #1. Any other hosts on the local network should be entered as subsequent hosts (Full Host #2 through Full Host # X).

3. Click OK to save the changes you have made to the Hosts box.

Note: Whenever OK is clicked, the SysCon window saves the changes made up to this point and closes. In order to further edit the window, you must restart the window from the Network menu. If you choose, you may make multiple changes to the window per session without clicking OK.

To delete a host entry:

1. Select the host to be deleted and clear the corresponding host name field.

2. Click OK. The SysCon window closes, saving the changes. Because the system will not maintain an "empty" host entry, when you reopen the SysCon window, the entry that was left empty will be eliminated from the system.

The Hosts box displays the list of hosts that are available on the LAN. A total of 30 Full host entries are available, but more may be added, if required.

To add a host entry:

1. In the Hosts box, click NEW. A new entry appears at the bottom of the scroll box.

2. Set the new host as described previously in this section.